

## CLAIMS

What is claimed and desired to be covered by Letters Patent is:

1. A game comprising:
  - a) a target unit which includes a hollow tubular target element, the target element having
    - (1) a tubular wall,
    - (2) an outer surface on the tubular wall,
    - (3) an inner surface on the tubular wall,
    - (4) a first end,
    - (5) a second end,
    - (6) a longitudinal axis extending between the first end and the second end,
    - (7) a diameter dimension that extends transverse to the longitudinal axis,
    - (8) two target holes defined through the tubular wall, the target holes being located on opposite ends of the diameter dimension, .
    - (9) a plurality of semispherical protrusions on the outer surface of the tubular wall, the protrusions being located between the two target holes, the protrusions being spaced apart from each other,

- (10) a connecting tube connecting the two target holes together, the connecting tube extending along the diameter dimension of said target element, and
  - (11) a dam element mounted on the connecting tube adjacent to each target hole, the dam element occluding a portion of the target hole adjacent thereto;
- b) a playing field which includes
- (1) an arcuate outer boundary having a perimeter,
  - (2) an arcuate inner boundary located inside the perimeter of the outer boundary,
  - (3) a target unit accommodating location positioned within the inner boundary, said target unit being located at the target unit accommodating location,
  - (4) a plurality of player boundary areas, each player boundary area extending radially between the inner boundary and the outer boundary, each player boundary area including a sub-boundary area located adjacent to the outer boundary and in which a player is required to remain during a game; and
- c) a game ball.

2. The game as described in claim 1 further including a plurality of target elements.
3. The game as described in claim 1 wherein the target unit is cylindrical in shape.
4. The game as described in claim 1 further including a mound located in each sub-boundary area.
5. The game as described in claim 1 wherein said playing field slopes from the outer boundary towards the inner boundary.
6. The game as described in claim 1 wherein the target element is mounted to rotate about the longitudinal axis.
7. The game as described in claim 1 wherein said playing field is mounted on a base and the base is adapted to be supported on a supporting surface.
8. A method for playing a game comprising:
  - a) providing a target unit which includes a hollow tubular target element, the target element having

- (1) a tubular wall,
- (2) an outer surface on the tubular wall,
- (3) an inner surface on the tubular wall,
- (4) a first end,
- (5) a second end,
- (6) a longitudinal axis extending between the  
first end and the second end,
- (7) a diameter dimension that extends transverse  
to the longitudinal axis,
- (8) two target holes defined through the tubular  
wall, the target holes being located on  
opposite ends of the diameter dimension, .
- (9) a plurality of semispherical protrusions on  
the outer surface of the tubular wall, the  
protrusions being located between the two  
target holes, the protrusions being spaced  
apart from each other,
- (10) a connecting tube connecting the two target  
holes together, the connecting tube extending  
along the diameter dimension of said target  
element, and
- (11) a dam element mounted on the connecting tube  
adjacent to each target hole, the dam element  
occluding a portion of the target hole

adjacent thereto;

- b) providing a playing field which includes
  - (1) an arcuate outer boundary having a perimeter,
  - (2) an arcuate inner boundary located inside the perimeter of the outer boundary,
  - (3) a target unit accommodating location positioned within the inner boundary, said target unit being located at the target unit accommodating location,
  - (4) a plurality of player boundary areas, each player boundary area extending radially between the inner boundary and the outer boundary, each player boundary area including a sub-boundary area located adjacent to the outer boundary and in which a player is required to remain during a game;
- c) providing a game ball;
- d) locating the target unit in the target accommodating location;
- e) locating a player in each of a plurality of first sub-boundary areas;
- f) dividing the players into at least first and second teams;
- g) designating one player from the first team as the

initial player;

- h) having the initial player throw the game ball at the target unit and trying to throw the ball into one of the target holes;
- i) when a player tosses the ball, requiring the other players to not obstruct, hit, or try to touch the ball when it is on its way to the target holes;  
and
- j) requiring a player from the second team to throw the game ball at the target unit within a specified time period after the game ball is caught.

- 9. The method for playing a game as described in claim 8 further including a step of rotating the target unit.
- 10. The method for playing a game as described in claim 8 further including designating an overall playing time.
- 11. The method for playing a game as described in claim 10 further including a step of subdividing the overall playing time.

12. The method for playing a game as described in claim 8 further including a step of designating a team time limit and if one team does not throw the game ball at the target unit within the team time limit, awarding possession of the game ball to another team.
13. The method for playing a game as described in claim 8 further including charging a player with a foul if the player moves out of the player boundary area associated with the player.
14. The method for playing a game as described in claim 13 further including charging a foul to any player who intentionally bumps another player.
15. The method for playing a game as described in claim 14 further including disqualifying players who accumulate a preset number of fouls.
16. The method for playing a game as described in claim 8 further including a step of awarding possession of the game ball to one a player of the opposing team if the game ball becomes stuck in the tube.

17. The method for playing a game as described in claim 8 further including awarding possession of the game ball to one team or another if the game ball moves over the outer boundary.
18. The method for playing a game as described in claim 8 further including the step of awarding points to a player who throws the game ball through the tube.